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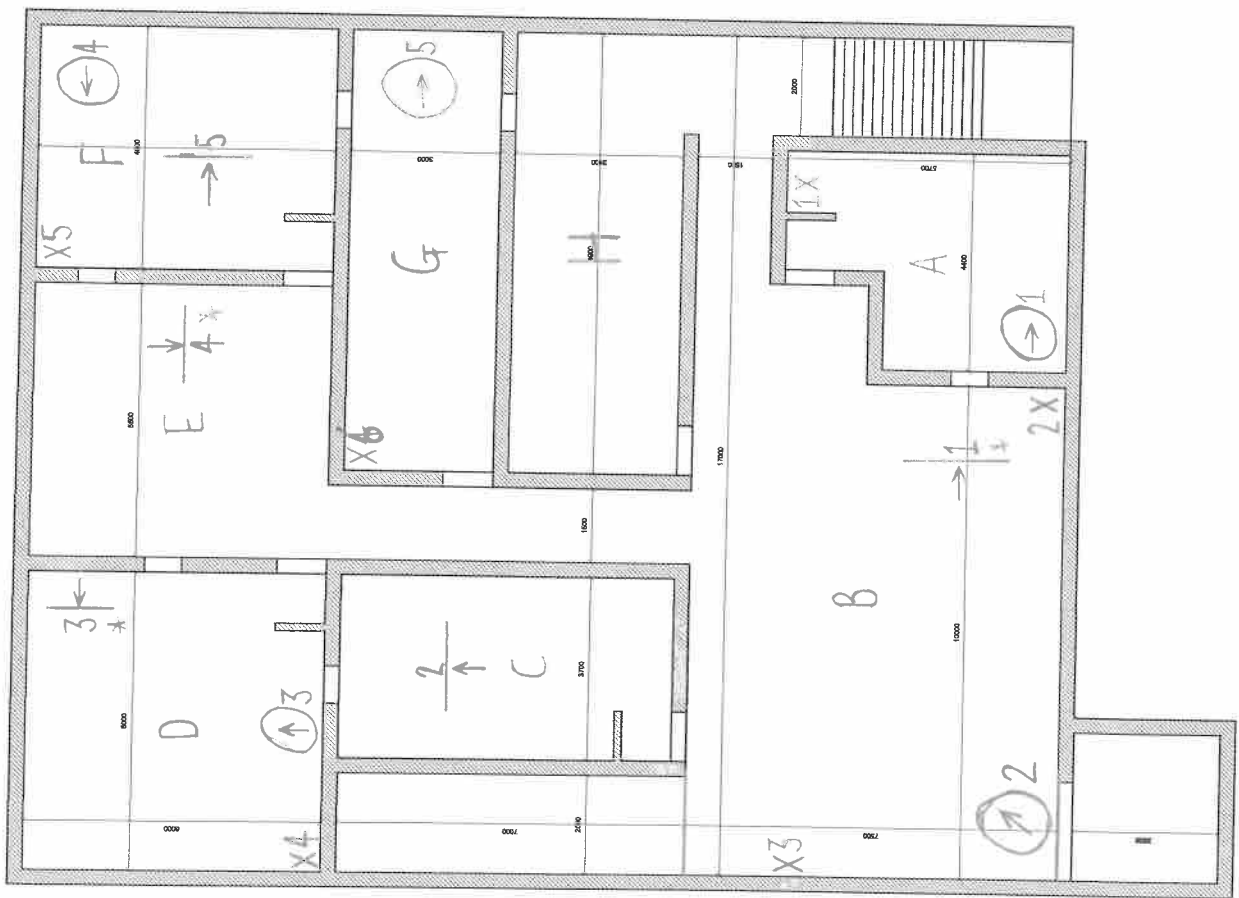
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The Bunker / Forest ... Steel Sheet / Bullroarer

William Davy Cole

OK.2 - Rough

5 x STEEL = —
 5 x BULL DOZER = O
 6 x SLEEPERS = X



FANNY & JESSY LIMITED	
FARMER LONDON	
BUNKER	
CATWALK SHOW	
Scale	1:1000
Date	11/11/2020
Drawn by	ST
INFORMATION	

KEY for BUNKER/FOREST... STEEL SHEET/BULLROARER SKETCHES

BULLROARERS = O

/ = NOTHING

V.S = VERY SLOW

S = SLOW

M = MEDIUM

F = FAST

ARROWS = GRADUAL TRANSITION

~~WAVE~~

STEEL SHEETS = —

H = HARD

S = SOFT

↓ = ATTACK

P = PUCK STRINGS THAT SUSPEND SHEET

SPEAKER = X

ST = STEEL SHEET SOUNDS (↓)

BR = BULLROARER SOUNDS

V.C. = VERY CLOSE

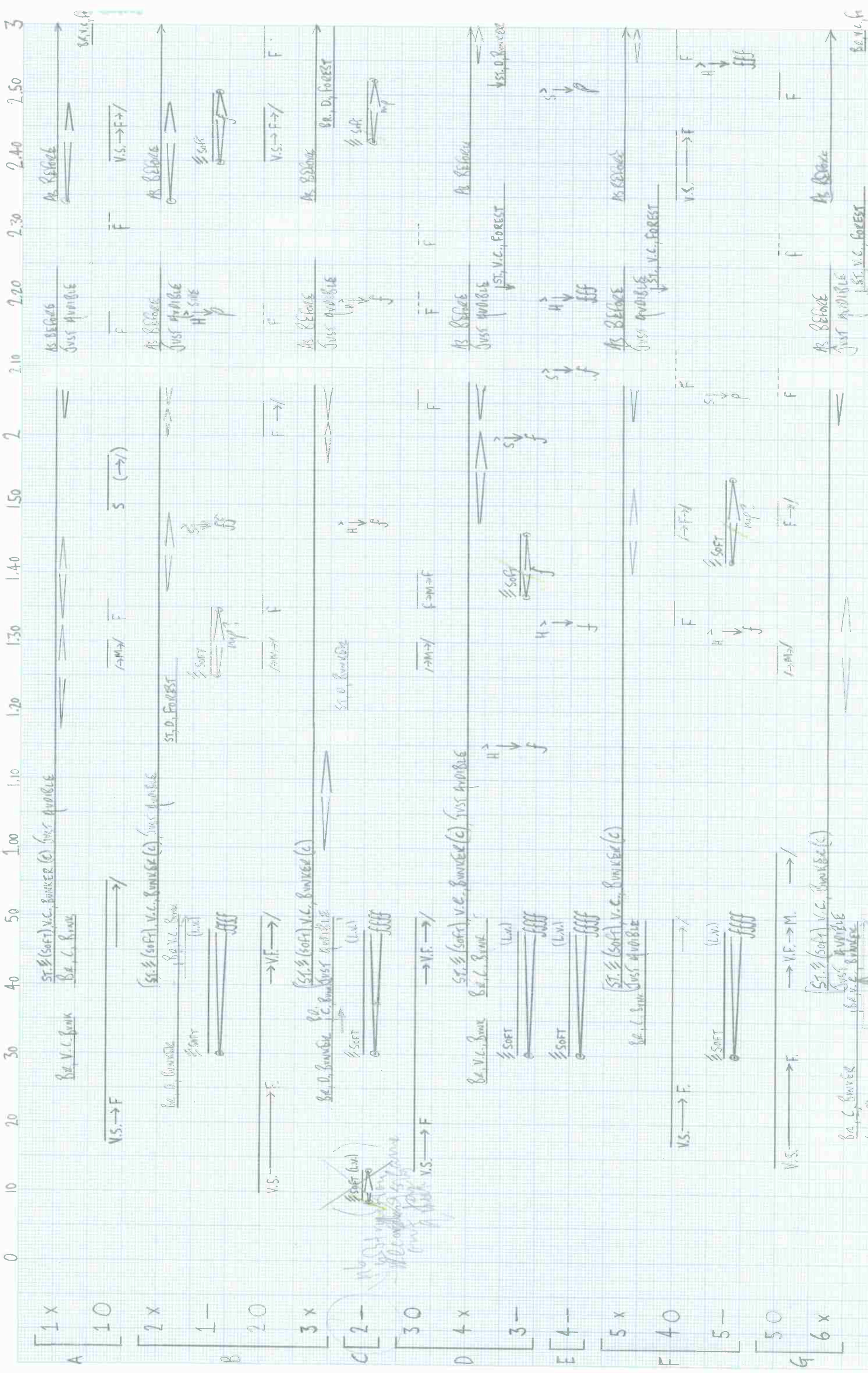
C = CLOSE

D = DISTANT

B = BUNKER

F = FOREST

FOR. AMB. = FOREST AMBIENT.



Comments:

General: When going over, look for square minefield envelopes to activate resonance of mine

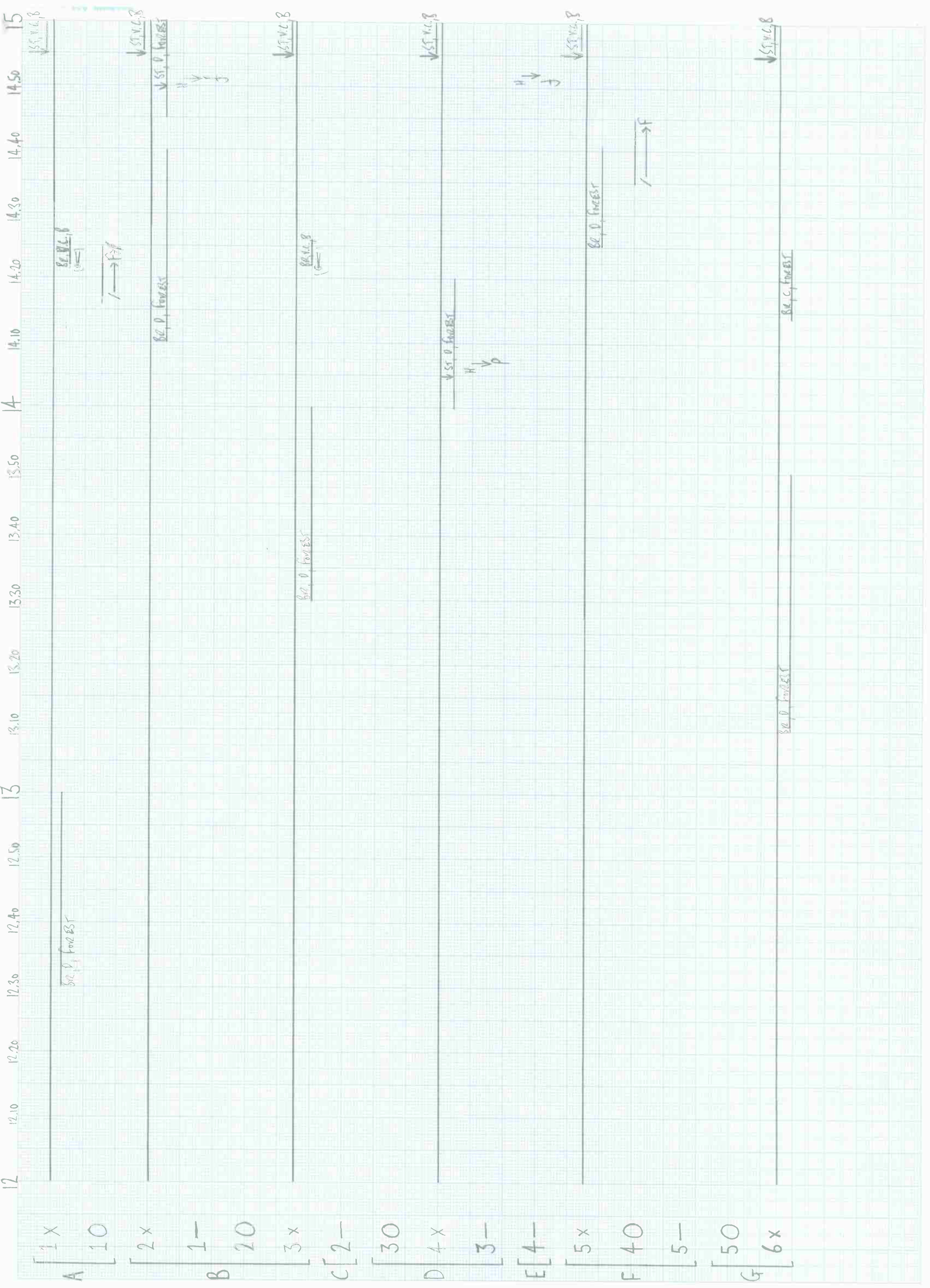
The figure consists of 12 hand-drawn diagrams, labeled A through L, arranged in a grid. Each diagram represents a stage in the progression of a forest fire. The diagrams are organized into three rows (A-C, D-F, G-I) and four columns (1-4). Each diagram includes a timeline at the top, ranging from 6:00 to 8:50, and a spatial layout of a forest. The forest is depicted with various features, including 'V.M. SPEED UP L.B.', 'B.C. FOREST', 'S. FOREST', and 'F. FOREST'. The diagrams show the fire's spread from left to right, with increasing intensity and area affected over time. The diagrams are labeled with numbers 1 through 12, and each diagram has a corresponding label (A through L) on the left side.

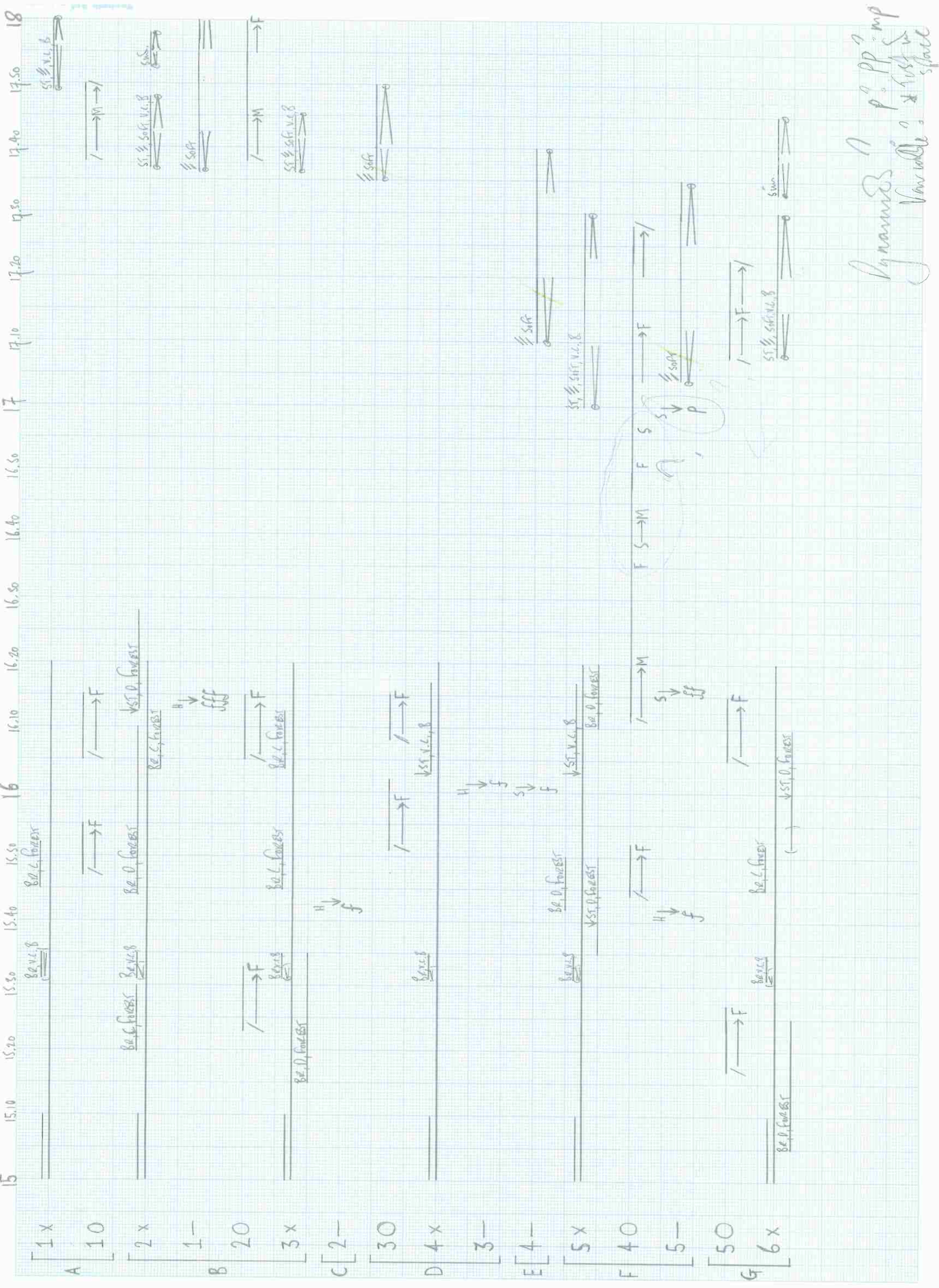
A	1 x	Forests Ambience SSTVC, B	↓ ↓ ↓ ↓	↓ Forest Ambience	
	10	F	↓ SSTVC, F	↓ Forest Ambience	
	2 x	1 -	S ↓ ff	H ↓ ff	
B	20	F	↓ SSTVC, F	↓ Forest Ambience	
	3 x	2 -	S ↓ ff	H ↓ ff	
	30	F	↓ SSTVC, B	↓ Forest Ambience	
D	4 x	3 -	S ↓ ff	H ↓ ff	
	4 -	4 -	S ↓ ff	H ↓ ff	
	5 x	40	F	↓ SSTVC, B	↓ Forest Ambience
F	5 -	50	F	↓ SSTVC, B	↓ Forest Ambience
	6 x	60	F	↓ SSTVC, B	↓ Forest Ambience

Synchronised Soundings? (3 pairs) → Transition/split into different recordings / layer different recordings

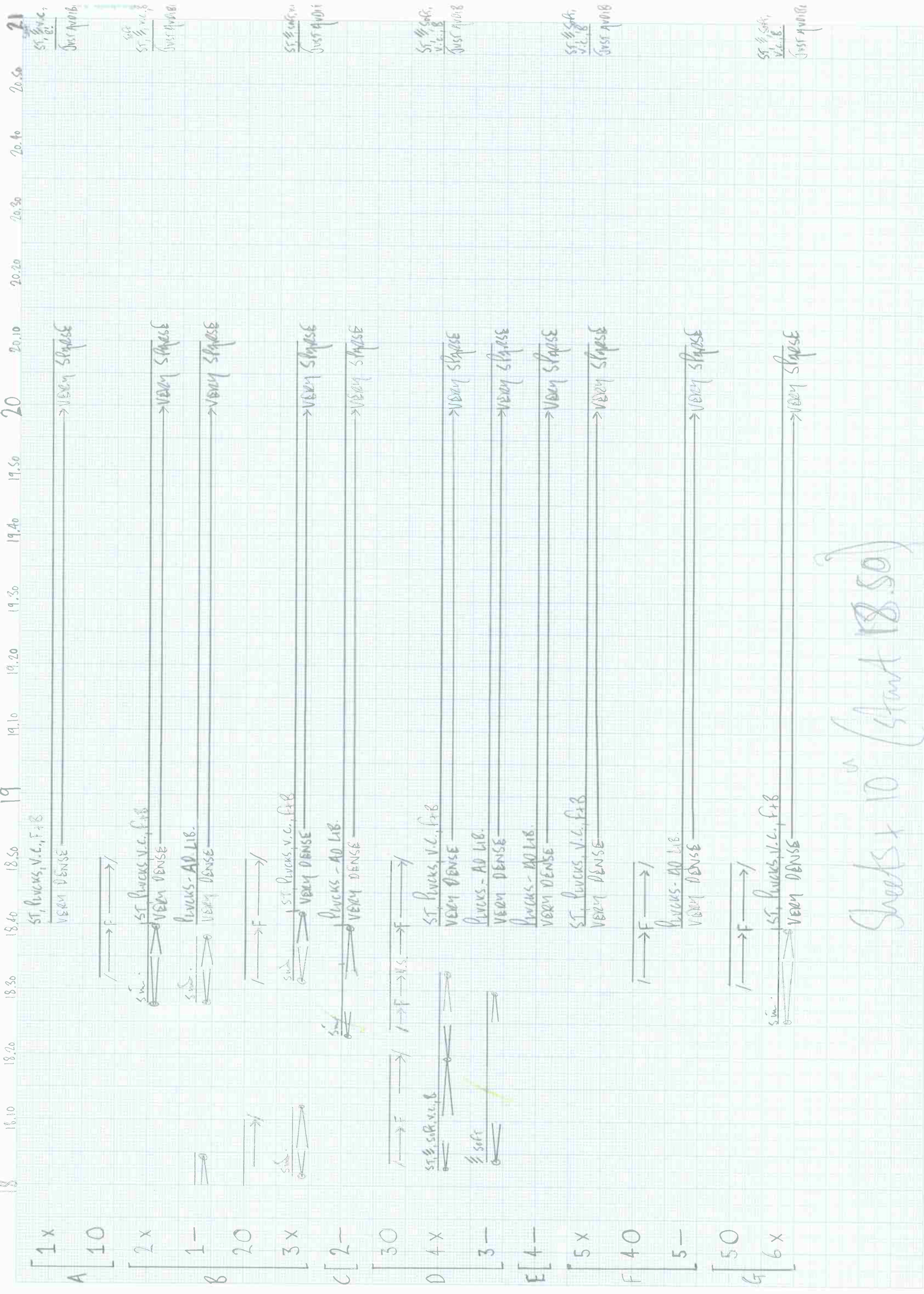
Focus on Synchronised Soundings - Parameters frozen

* SSTVC, B - cut off v. short





Dynamics: p , pp , mp
 Variables: x , $rest$, $space$



18.00 18.10 18.20 18.30 18.40 18.50 19.00 19.10 19.20 19.30 19.40 19.50 20.00 20.10 20.20 20.30 20.40 20.50

A 1x 10
ST, PUCKS, V.C., F+B
VERY DENSE
/ → F → /

B 2x 20
PUCKS-AD LIB.
VERY DENSE
/ → F → /

C 3x 20
ST, PUCKS, V.C., F+B
VERY DENSE
/ → F → /

D 4x 30
ST, PUCKS, V.C., F+B
VERY DENSE
/ → F → /

E 5x 40
ST, PUCKS, V.C., F+B
VERY DENSE
/ → F → /

F 6x 50
ST, PUCKS, V.C., F+B
VERY DENSE
/ → F → /

G 7x 60
ST, PUCKS, V.C., F+B
VERY DENSE
/ → F → /

10m (Start 18.50)

	21	21.30	22.00	22.30	23.00	23.30	23.40	23.50	24
A	1x		Just possible eq.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	
B	10		Just possible eq.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	
	2x		Just possible eq.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	
	1-		Just possible eq.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	
20			Just possible eq.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	
	3x		Just possible eq.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	
C	2-		Just possible eq.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	
30			Just possible eq.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	
	4x		Just possible eq.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	
	3-		Just possible eq.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	
E	4-		Just possible eq.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	
	5x		Just possible eq.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	
F	40		Just possible eq.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	
	5-		Just possible eq.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	
G	50		Just possible eq.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	
	6x		Just possible eq.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	Sim. Loop 11 pass.	

Two ps bass

A [1 x
1 0
2 x
1 -
2 0
3 x
C [2 -
3 0
4 x
3 -
E [4 -
5 x
4 0
5 -
5 0
G [6 x

80, 1, 8

$\rightarrow M \rightarrow$

Sub.

80, 1, 8

Sub.

$\rightarrow M \rightarrow$

80, 1, 8

Sub.

Sub.

$\rightarrow F \rightarrow$

80, 1, 8

Sub.

Sub.

Sub.

$\rightarrow M \rightarrow$

Sub.

$\rightarrow F \rightarrow$

80, 1, 8

Sub.

$\rightarrow F \rightarrow$

80, 1, 8

Sub.

\rightarrow

80, 1, 8

Sub.

Sub.

Sub.

Sub.

Sub.

Sub.

$\rightarrow F \rightarrow$

Sub.

$\rightarrow M \rightarrow$

80, 1, 8

Sub.

	30.10	30.20	30.30	30.40	30.50	31	31.10	31.20	31.30	31.40	31.50	32	32.10	32.20	32.30	32.40	32.50	33
A	1x	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$ (abundant)					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$	
B	10	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$ (abundant)					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$	
	1-	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$	
	20	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$	
	3x	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$	
C	2-	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$	
	30	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$	
D	4x	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$	
	3-	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$	
E	4-	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$	
	5x	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$	
F	40	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$	
	5-	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$	
G	50	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$	
	6x	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$	

Sub. Distance - Set evaluation
 (each different perspective) → Break up into lots of short ~~samples~~ not
 vary - short elongated groups, space
 distant bands at space

Greater is out
 class - you
 V.C.S

1x	33.10	33.20	33.30	33.40	33.50	34.00	34.10	34.20	34.30	34.40	34.50	35.00	35.10	35.20	35.30	35.40	35.50
A	33.10	33.20	33.30	33.40	33.50	34.00	34.10	34.20	34.30	34.40	34.50	35.00	35.10	35.20	35.30	35.40	35.50
10	33.10	33.20	33.30	33.40	33.50	34.00	34.10	34.20	34.30	34.40	34.50	35.00	35.10	35.20	35.30	35.40	35.50
2x	33.10	33.20	33.30	33.40	33.50	34.00	34.10	34.20	34.30	34.40	34.50	35.00	35.10	35.20	35.30	35.40	35.50
1-	33.10	33.20	33.30	33.40	33.50	34.00	34.10	34.20	34.30	34.40	34.50	35.00	35.10	35.20	35.30	35.40	35.50
20	33.10	33.20	33.30	33.40	33.50	34.00	34.10	34.20	34.30	34.40	34.50	35.00	35.10	35.20	35.30	35.40	35.50
3x	33.10	33.20	33.30	33.40	33.50	34.00	34.10	34.20	34.30	34.40	34.50	35.00	35.10	35.20	35.30	35.40	35.50
2-	33.10	33.20	33.30	33.40	33.50	34.00	34.10	34.20	34.30	34.40	34.50	35.00	35.10	35.20	35.30	35.40	35.50
30	33.10	33.20	33.30	33.40	33.50	34.00	34.10	34.20	34.30	34.40	34.50	35.00	35.10	35.20	35.30	35.40	35.50
4x	33.10	33.20	33.30	33.40	33.50	34.00	34.10	34.20	34.30	34.40	34.50	35.00	35.10	35.20	35.30	35.40	35.50
3-	33.10	33.20	33.30	33.40	33.50	34.00	34.10	34.20	34.30	34.40	34.50	35.00	35.10	35.20	35.30	35.40	35.50
4-	33.10	33.20	33.30	33.40	33.50	34.00	34.10	34.20	34.30	34.40	34.50	35.00	35.10	35.20	35.30	35.40	35.50
5x	33.10	33.20	33.30	33.40	33.50	34.00	34.10	34.20	34.30	34.40	34.50	35.00	35.10	35.20	35.30	35.40	35.50
40	33.10	33.20	33.30	33.40	33.50	34.00	34.10	34.20	34.30	34.40	34.50	35.00	35.10	35.20	35.30	35.40	35.50
5-	33.10	33.20	33.30	33.40	33.50	34.00	34.10	34.20	34.30	34.40	34.50	35.00	35.10	35.20	35.30	35.40	35.50
50	33.10	33.20	33.30	33.40	33.50	34.00	34.10	34.20	34.30	34.40	34.50	35.00	35.10	35.20	35.30	35.40	35.50
6x	33.10	33.20	33.30	33.40	33.50	34.00	34.10	34.20	34.30	34.40	34.50	35.00	35.10	35.20	35.30	35.40	35.50

View class, character, and sound (for waves)

Ca. 1.5 miles from V. Island (important every time)

Spent 1/2 day at V. Island (important every time)

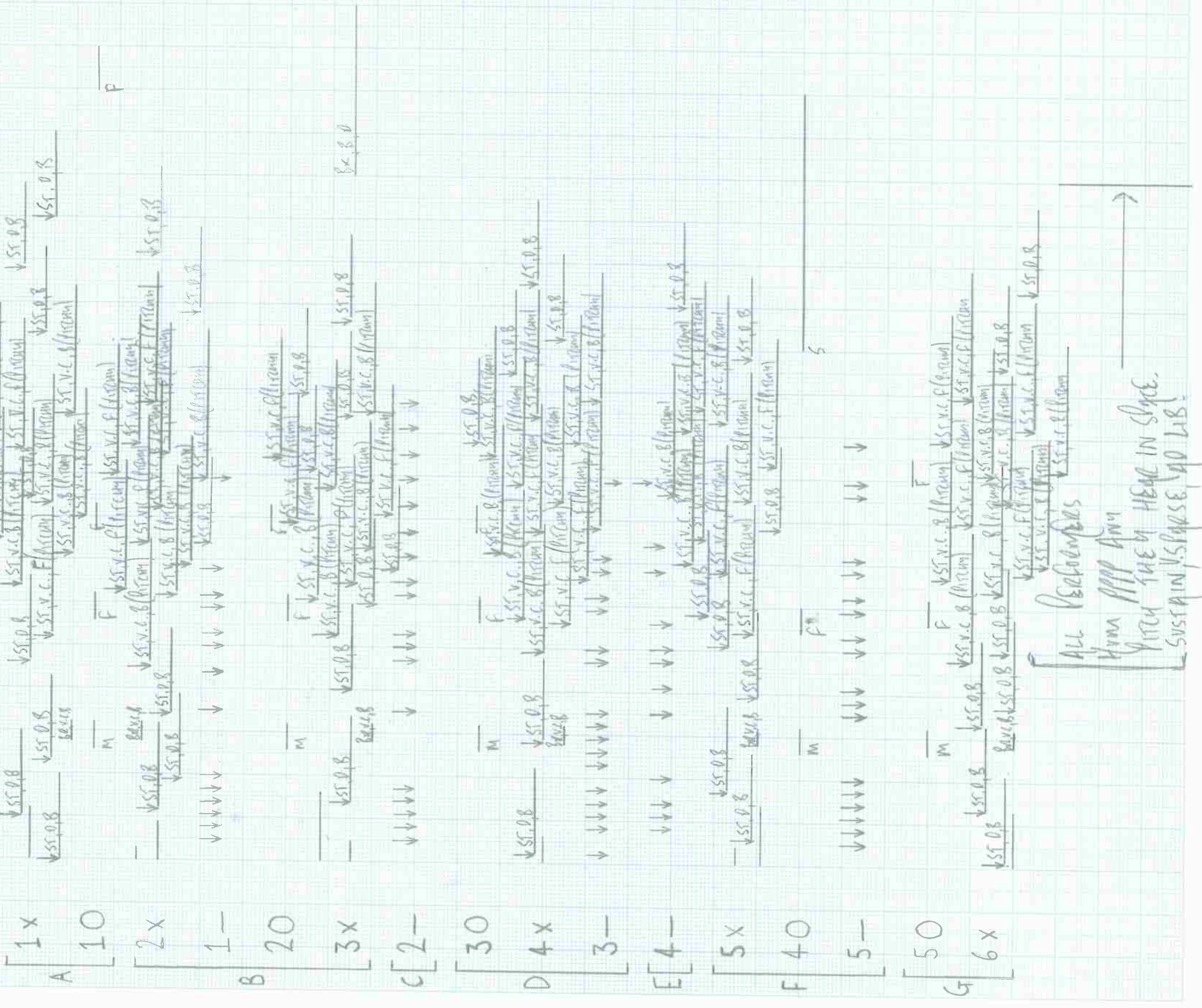
W. B. 11.0 (1/2)

W. B. 11.0 (1/2)

	42	42.10	42.20	42.30	42.40	42.50	43	43.10	43.20	43.30	43.40	43.50	44	44.10	44.20	44.30	44.40	44.50	45
A	1x	Psr(vcl)B PLUCKS, F+B DENSE						SUB. SPACE											(AS BEFORE) V. DENSE
	10																		
B	2x	Psr(vcl)B PLUCKS, F+B DENSE						SUB. SPACE											(AS BEFORE) V. DENSE
	1-	Psr(vcl)B PLUCKS - AD LIB DENSE						SUB. SPACE											SUB. V. DENSE
	20																		
	3x	Psr(vcl)F PLUCKS, F+B DENSE						SUB. SPACE											(AS BEFORE) V. DENSE
	2-	Psr(vcl)F PLUCKS - AD LIB DENSE						SUB. SPACE											(AS BEFORE) SUB. V. DENSE
	30																		
D	4x	Psr(vcl)F PLUCKS, F+B DENSE						SUB. SPACE											(AS BEFORE)
	3-	Psr(vcl)F PLUCKS - AD LIB DENSE						SUB. SPACE											SUB. V. DENSE
	4-	Psr(vcl)F PLUCKS - AD LIB DENSE						SUB. SPACE											SUB. V. DENSE
	5x	Psr(vcl)F PLUCKS, F+B DENSE						SUB. SPACE											(AS BEFORE) V. DENSE
F	40																		
	5-	Psr(vcl)F PLUCKS - AD LIB DENSE						SUB. SPACE											(AS BEFORE) SUB. V. DENSE
	50																		
G	6x	Psr(vcl)B PLUCKS, F+B DENSE						SUB. SPACE											(AS BEFORE) SUB. V. DENSE

	45	45.10	45.20	45.30	45.40	45.50	46	46.10	46.20	46.30	46.40	46.50	47	47.10	47.20	47.30	47.40	47.50	48
A	1x	BUNKER ONLY SUB. STAGE	FOREST AMBIENT	F	F	S	S → F	S	→ F	→ F	→ F	→ F	→ F	Rever.F	Rever.F	↓ ST.O.B	↓ ST.O.B	↓ ST.O.B	↓ ST.O.B
	10																		
B	2x	BUNKER ONLY SUB. STAGE	FOREST AMBIENT	F	F	S	S → F	S	→ F	→ F	→ F	→ F	→ F	Rever.F	Rever.F	↓ ST.O.B	↓ ST.O.B	↓ ST.O.B	↓ ST.O.B
	1-	SUB STAGE				P	f												
	20																		
C	3x	BUNKER ONLY SUB. STAGE	FOREST AMBIENT	F	F	S	S → F	S	→ F	→ F	→ F	→ F	→ F	Rever.F	Rever.F	↓ ST.O.B	↓ ST.O.B	↓ ST.O.B	↓ ST.O.B
	2-	SUB. STAGE				P	f												
	30																		
D	4x	BUNKER ONLY SUB. STAGE	FOREST AMBIENT	F	F	S	S → F	S	→ F	→ F	→ F	→ F	→ F	Rever.F	Rever.F	↓ ST.O.B	↓ ST.O.B	↓ ST.O.B	↓ ST.O.B
	3-	SUB. STAGE				P	f												
	4-	SUB. STAGE																	
E	4-	SUB. STAGE																	
	5x	BUNKER ONLY SUB. STAGE	FOREST AMBIENT	F	F	S	S → F	S	→ F	→ F	→ F	→ F	→ F	Rever.F	Rever.F	↓ ST.O.B	↓ ST.O.B	↓ ST.O.B	↓ ST.O.B
	40					P	f												
F	5-	SUB. STAGE																	
	50																		
G	6x	BUNKER ONLY SUB. STAGE	FOREST AMBIENT	F	F	S	S → F	S	→ F	→ F	→ F	→ F	→ F	Rever.F	Rever.F	↓ ST.O.B	↓ ST.O.B	↓ ST.O.B	↓ ST.O.B

(Speaker)



all people
from PPP Ann
with the head in space
suspect in space of Lib

	51	51.10	51.20	51.30	51.40	51.50	52	52.10	52.20	52.30	52.40	52.50	53	53.10	53.20	53.30	53.40	53.50	54
A	1x																		
	10																		
B	2x																		
	1-																		
	20																		
	3x																		
C	2-																		
	30																		
D	4x																		
	3-																		
E	4-																		
	5x																		
F	40																		
	5-																		
G	50																		
	6x																		

F
 Hammer (A), 1111, AD LIB. (Boring)
 fairly sparse
 F
 Hammer (B), 1111, AD LIB. (Boring)
 fairly sparse
 F
 Hammer (C), 1111, AD LIB. (Boring)
 fairly sparse
 F
 Hammer (D), 1111, AD LIB. (Boring)
 fairly sparse
 F
 Hammer (E), 1111, AD LIB. (Boring)
 fairly sparse
 F
 Hammer (F), 1111, AD LIB. (Boring)
 fairly sparse
 F
 Hammer (G), 1111, AD LIB. (Boring)
 fairly sparse

All Performance
 Hum 1111
 Hum 1111 then HRP
 in space
 Sustaining, sparse, AD LIB.

Section	Measure	Notes	Diagram
A	1 x		Diagram A1: Sound waves (S, C, B) and forest ambient noise.
	10		Diagram A2: Sound waves (S, C, B) and forest ambient noise.
	2 x		Diagram A3: Sound waves (S, C, B) and forest ambient noise.
B	1 -	AS BEFORE + SHOUT = HA/KA WITH OCCASIONAL STRIKES (EVERY 3-5) VERY SHORT	Diagram B1: Sound waves (S, C, B) and forest ambient noise.
	20		Diagram B2: Sound waves (S, C, B) and forest ambient noise.
	3 x		Diagram B3: Sound waves (S, C, B) and forest ambient noise.
C	2 -	AS BEFORE + SHOUT = HA/KA WITH OCCASIONAL STRIKES (EVERY 3-5) V. SHORT	Diagram C1: Sound waves (S, C, B) and forest ambient noise.
	30		Diagram C2: Sound waves (S, C, B) and forest ambient noise.
	4 x		Diagram C3: Sound waves (S, C, B) and forest ambient noise.
D	3 -	AS BEFORE + SHOUT = HA/KA WITH OCCASIONAL STRIKES (EVERY 3-5) V. SHORT	Diagram D1: Sound waves (S, C, B) and forest ambient noise.
	4 -		Diagram D2: Sound waves (S, C, B) and forest ambient noise.
	5 x		Diagram D3: Sound waves (S, C, B) and forest ambient noise.
E	40		Diagram E1: Sound waves (S, C, B) and forest ambient noise.
	5 -		Diagram E2: Sound waves (S, C, B) and forest ambient noise.
	50		Diagram E3: Sound waves (S, C, B) and forest ambient noise.
F	6 x		Diagram F1: Sound waves (S, C, B) and forest ambient noise.
	5 -		Diagram F2: Sound waves (S, C, B) and forest ambient noise.
	50		Diagram F3: Sound waves (S, C, B) and forest ambient noise.
G	6 x		Diagram G1: Sound waves (S, C, B) and forest ambient noise.
	5 -		Diagram G2: Sound waves (S, C, B) and forest ambient noise.
	50		Diagram G3: Sound waves (S, C, B) and forest ambient noise.

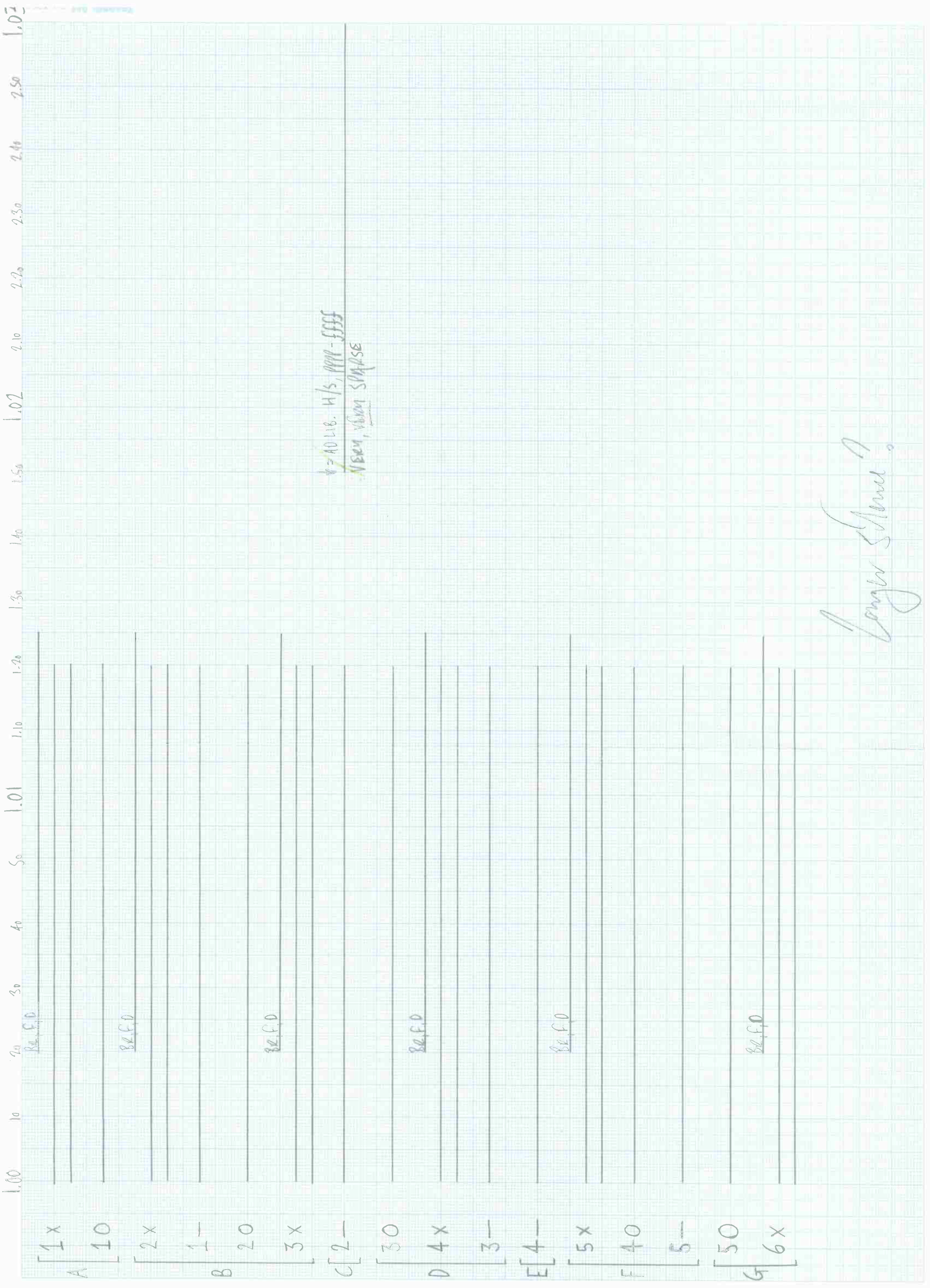
5+ 58 59 59.50 1.01

A [1x 10]
B [2x 1- 20]
C [2- 30]
D [4x 3-]
E [4-]
F [5x 40]
G [50 6x]

57.10 57.20 57.30 57.40 57.50
BUNKER
PPPP
BUNKER
PPPP
BUNKER
PPPP
BUNKER
PPPP
BUNKER
PPPP
BUNKER
PPPP

58.10 58.20 58.30 58.40 58.50
LOW VS LOSS
/ \rightarrow F
LOW VS LOSS
//, Soft
/ \rightarrow F
LOW VS LOSS
//, Soft
/ \rightarrow F
LOW VS LOSS
//, Soft
//, Soft
/ \rightarrow F
LOW VS LOSS
//, Soft
//, Soft
/ \rightarrow F
LOW VS LOSS
/ \rightarrow F

FOREST AMBIENT
FOREST AMBIENT
FOREST AMBIENT
FOREST AMBIENT
FOREST AMBIENT
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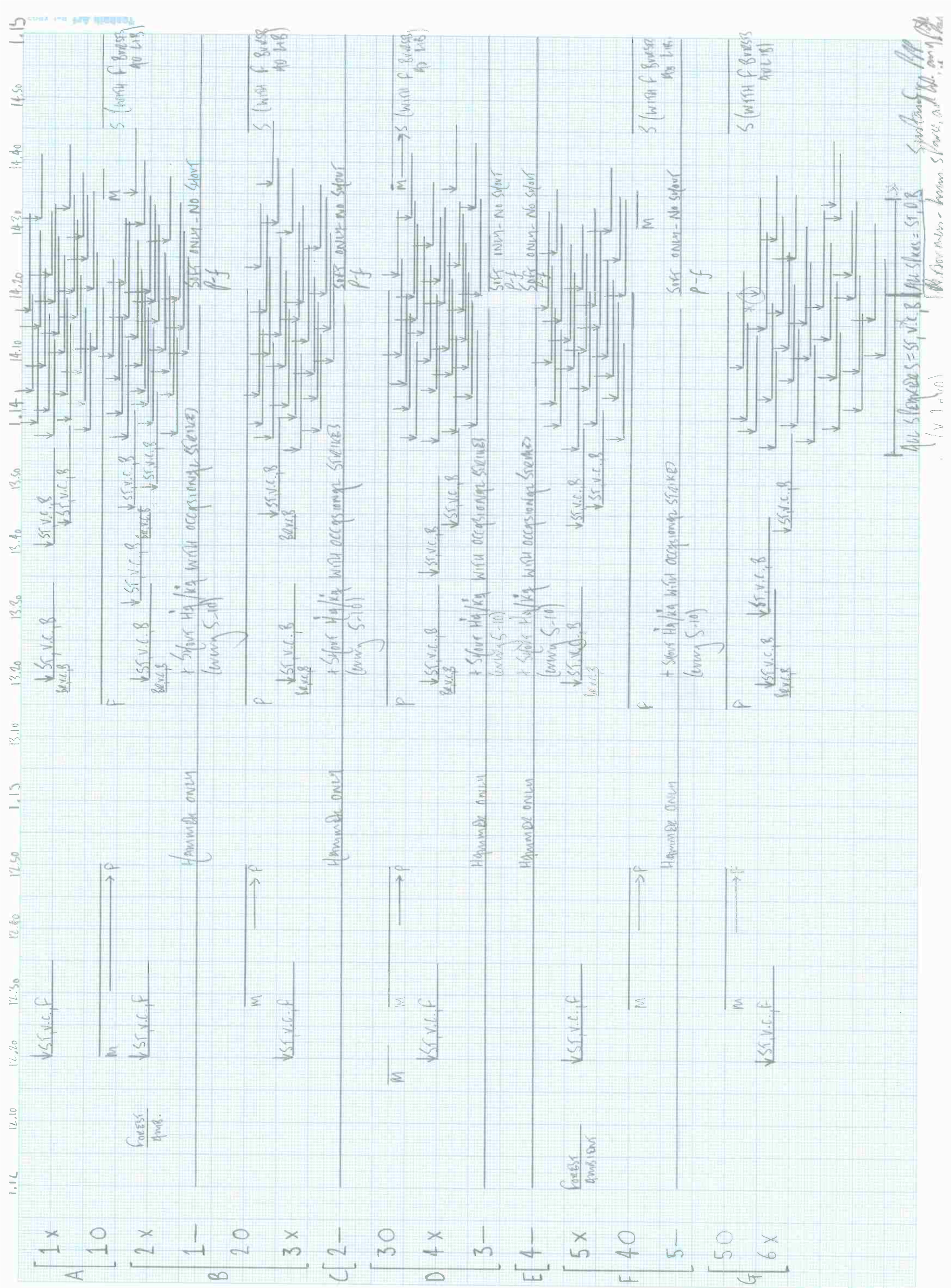


$k = 40 \text{ L/B. H/s, PPP-FFFF}$
NEEN, VEEN SPARSE

Longer Strand?

[illegible]

[illegible]



	1.15	15.10	15.20	15.30	15.40	15.50	1.16	16.10	16.20	16.30	16.40	16.50	1.17	17.10	17.20	17.30	17.40	17.50	1.18
A	1x	↓ST, V.C., F			↓ST, D, F	↓ST, V.C., F						ST, Soft, V.C., B							
	10	F S		F	↓ST, V.C., F	↓ST, D, F						PPP		PPP	mf > PPP	STHT			
B	2x	↓ST, V.C., F			↓ST, V.C., F	↓ST, D, F						ST, Soft, V.C., B							
	1-	Sub. sparse Sub. dense			Hammer, H-TH	V. DENSE						PPP		PPP	mf > PPP	STHT			
	20	F S		F	↓ST, V.C., F	↓ST, D, F						ST, Soft, V.C., B							
C	3x	↓ST, V.C., F			↓ST, V.C., F	↓ST, D, F						ST, Soft, V.C., B							
	2-	Sub. sparse Sub. dense			Hammer, H-TH	V. DENSE						PPP		PPP	mf > PPP	STHT			
	30	F S		F	↓ST, V.C., F	↓ST, D, F						ST, Soft, V.C., B							
D	4x	↓ST, V.C., F			↓ST, V.C., F	↓ST, D, F						ST, Soft, V.C., B							
	3-	Sub. sparse Sub. dense			Hammer, H-TH	V. DENSE						PPP		PPP	mf > PPP	STHT			
E	4-	Sub. sparse Sub. dense			Hammer, H-TH	V. DENSE						ST, Soft, V.C., B							
	5x	↓ST, V.C., F			↓ST, V.C., F	↓ST, D, F						ST, Soft, V.C., B							
F	40	F S		F	↓ST, V.C., F	↓ST, D, F						ST, Soft, V.C., B							
	5-	Sub. sparse Sub. dense			Hammer, H-TH	V. DENSE						PPP		PPP	mf > PPP	STHT			
G	50	F S		F	↓ST, V.C., F	↓ST, D, F						ST, Soft, V.C., B							
	6x	↓ST, V.C., F			↓ST, V.C., F	↓ST, D, F						ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							
												PPP		PPP	mf > PPP	STHT			
												ST, Soft, V.C., B							

1
 2
 unknown
 Vektor
 5.18

[illegible]

[illegible]

(u.v.) \rightarrow Sample part \rightarrow

	1.27	27.10	27.20	27.30	27.40	27.50	1.28	28.10	28.20	28.30	28.40	28.50	1.29	29.10	29.20	29.30	29.40	29.50	1.30
A	1x			Forest quadrant															
B	10			Forest quadrant															
	2x																		
	1-																		
	20																		
	3x																		
C	2-			Forest quadrant															
	30																		
D	4x			Forest quadrant															
	3-																		
E	4-			Forest quadrant															
	5x																		
F	40			Forest quadrant															
	5-																		
G	50			Forest quadrant															
	6x																		

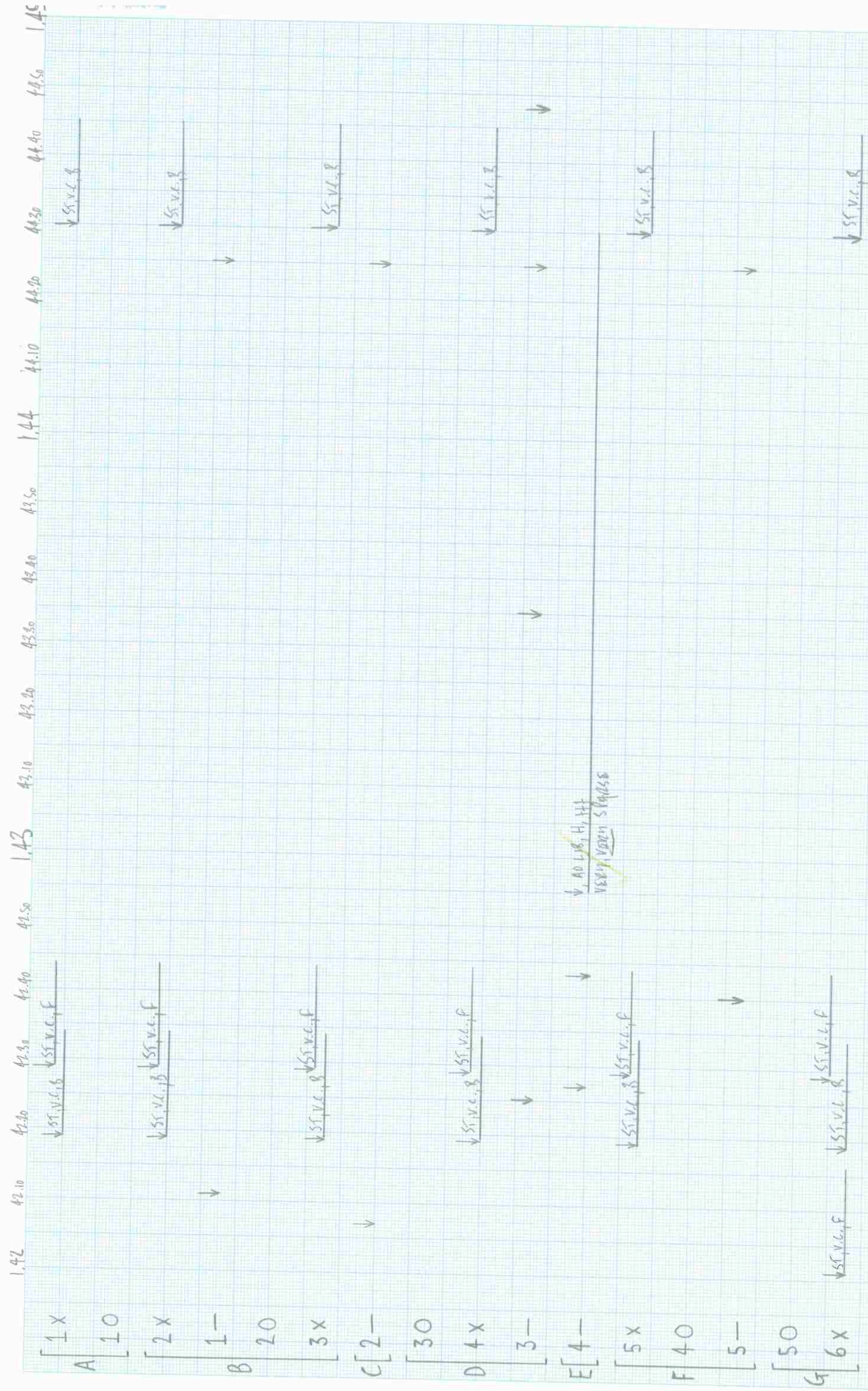
Shifting aesthetic
 Feeding (longer/different species) (m)

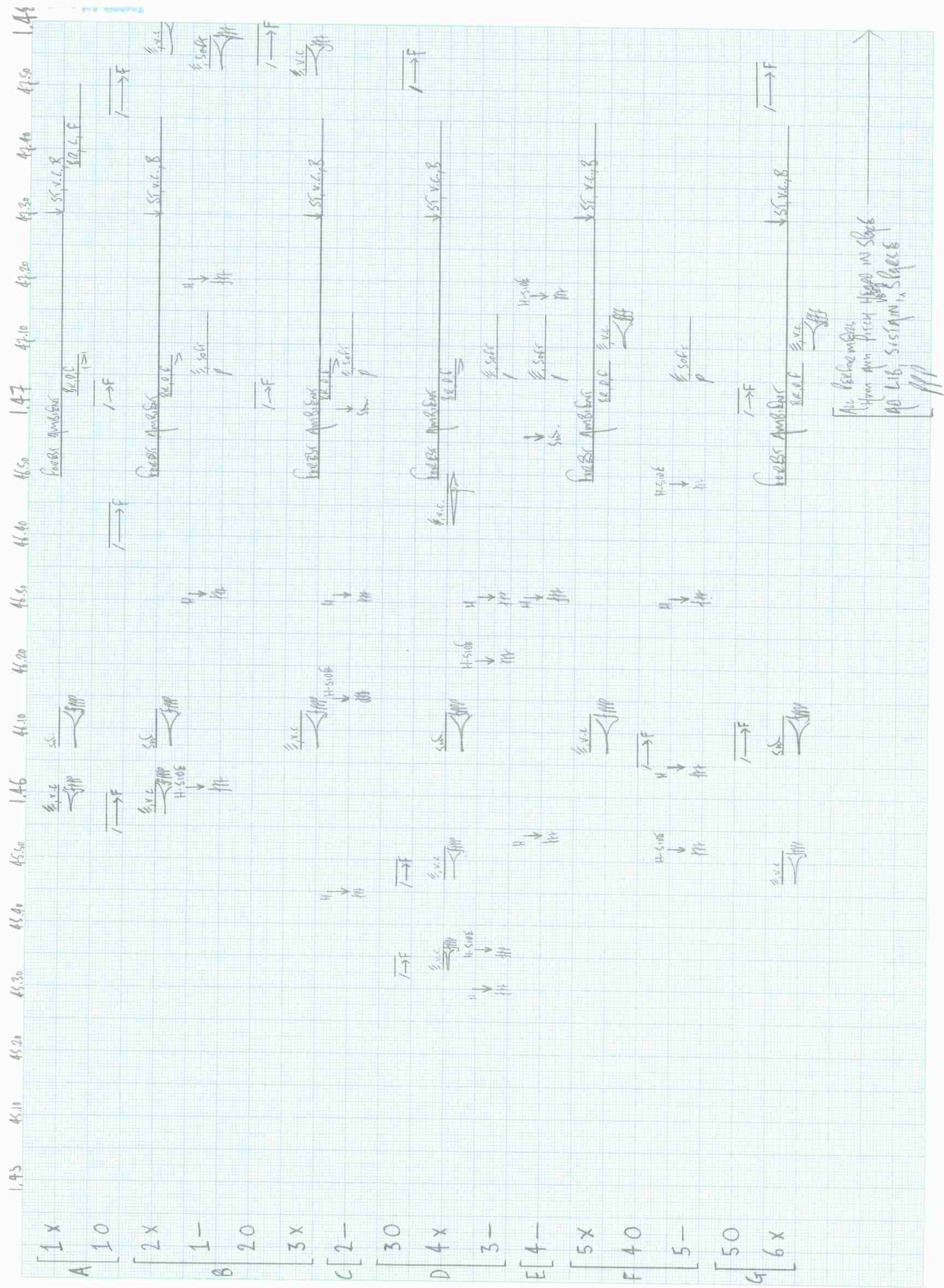
Technical Art 1st 12/20

	1.30	30.10	30.20	30.30	30.40	30.50	1.31	31.10	31.20	31.30	31.40	31.50	1.52	32.10	32.20	32.30	32.40	32.50	1.33
A	1x			↓ST,0,F	↓ST,V.C.,B	↓ST,0,F	80,0,F	80,0,F	80,0,F	↓ST,0,F	80,0,F	↓ST,V.C.,B	↓ST,0,F	80,0,F			80,0,F		
B	10				↓ST,0,F	↓ST,V.C.,B	80,0,F	80,0,F	80,0,F										
	1-																		
20																			
3x				80,0,F	↓ST,0,F	↓ST,V.C.,B	80,0,F	80,0,F	80,0,F	↓ST,0,F	↓ST,V.C.,B	↓ST,0,F							
C	2-																		
30																			
4x				80,0,F	↓ST,0,F	↓ST,V.C.,B	80,0,F	80,0,F	80,0,F	↓ST,0,F	↓ST,V.C.,B	↓ST,0,F							
3-																			
E	4-																		
5x																			
40																			
5-																			
50																			
G	6x			↓ST,0,F	↓ST,V.C.,B	↓ST,0,F	80,0,F	80,0,F	80,0,F	↓ST,0,F	↓ST,V.C.,B	↓ST,0,F							

[illegible]

[illegible]





	54:10	54:20	54:30	54:40	54:50	55:00	55:10	55:20	55:30	55:40	55:50	56:00	56:10	56:20	56:30	56:40	56:50	57:00
A	1x ↓ SS.V.C.B. $\frac{E.V.C.}{f}$			88.0.P ↓ SS.V.C.F														
B	2x ↓ SS.V.C.B. $\frac{E.V.C.}{f}$ ↓ SS.V.C.F			↓ SS.V.C.F														
C	3x ↓ SS.V.C.B. $\frac{E.V.C.}{f}$ ↓ SS.V.C.F			↓ SS.V.C.F														
D	4x ↓ SS.V.C.B. $\frac{E.V.C.}{f}$ ↓ SS.V.C.F			↓ SS.V.C.F														
E	5x ↓ SS.V.C.B. $\frac{E.V.C.}{f}$ ↓ SS.V.C.F			↓ SS.V.C.F														
F	6x ↓ SS.V.C.B. $\frac{E.V.C.}{f}$ ↓ SS.V.C.F			↓ SS.V.C.F														
G	7x ↓ SS.V.C.B. $\frac{E.V.C.}{f}$ ↓ SS.V.C.F			↓ SS.V.C.F														

Very steep no Lib.

Very steep no Lib.

Very steep no Lib.

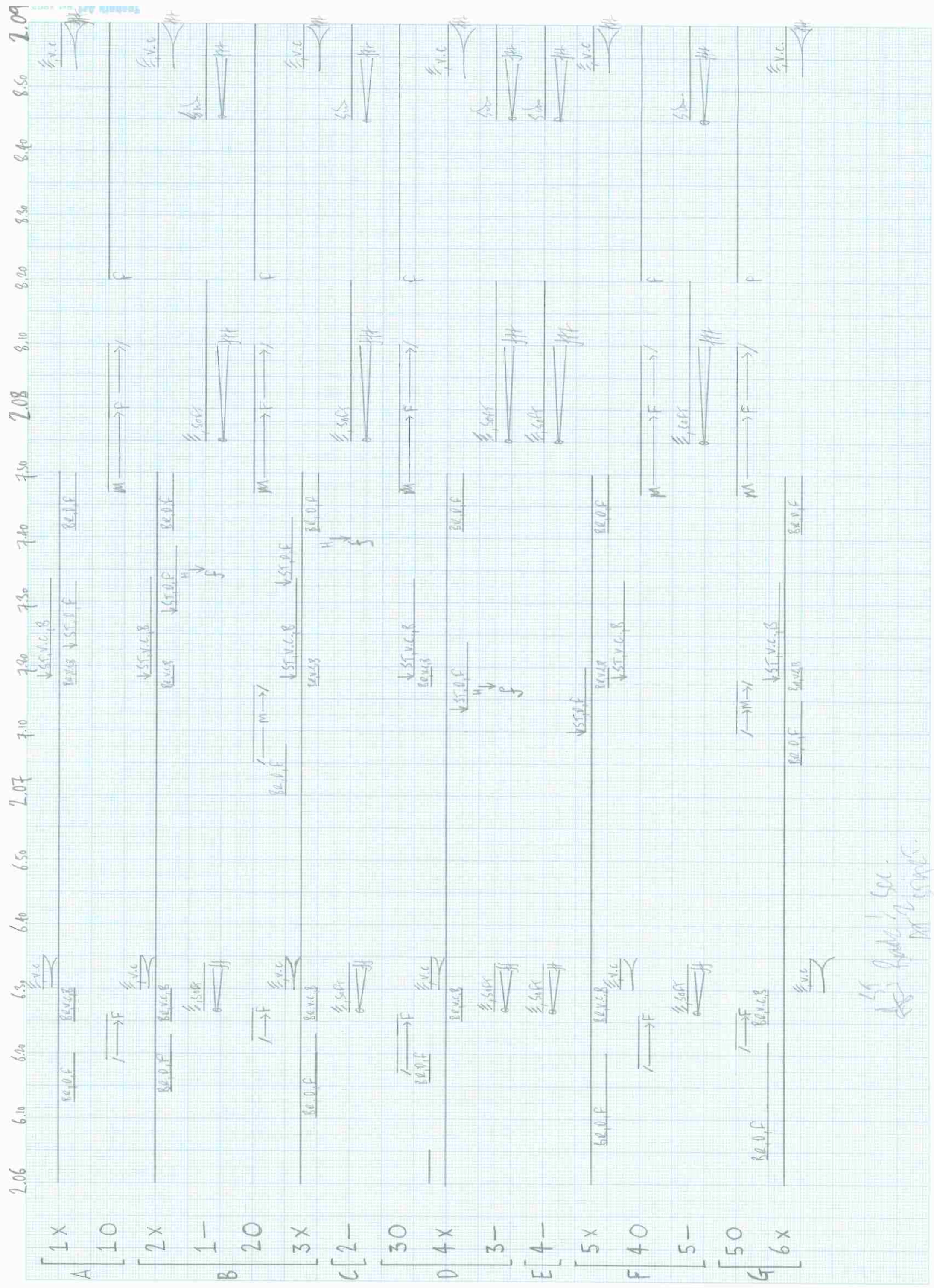
Very steep no Lib.

Very steep no Lib.

[illegible]

	2.03	3:10	3:20	3:30	3:40	3:50	2.04	4:10	4:20	4:30	4:40	4:50	2.05	5:10	5:20	5:30	5:40	5:50	2.06
A	1x	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→
B	10	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→
C	20	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→
D	30	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→
E	40	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→
F	50	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→
G	60	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→

(Softe...)* Apr = V.C./C ?
 * Apr HERE = ()
 (When Forests become...)



Handwritten notes in the bottom right corner:

Handwritten notes in the bottom right corner.

2.09 9.10 9.20 9.30 9.40 9.50 10.00 10.10 10.20 10.30 10.40 10.50 11.00 11.10 11.20 11.30 11.40 11.50 12.00 12.10 12.20 12.30 12.40 12.50 2.13

A [1x
10
2x
1-
20
3x
C [2-
30
4x
3-
E [4-
5x
40
5-
50
6x

$\varepsilon_{v.c.}$
p/2 para poss, para a foto atual.
 $\varepsilon_{v.c.}$
p/2 para poss, para a foto atual.
 $\varepsilon_{v.c.}$
p/2 para poss, para a foto atual.
 $\varepsilon_{v.c.}$
p/2 para poss, para a foto atual.
 $\varepsilon_{v.c.}$
p/2 para poss, para a foto atual.
 $\varepsilon_{v.c.}$
p/2 para poss, para a foto atual.

ε_{soft}
 ε_{soft}
 ε_{soft}
 ε_{soft}
 ε_{soft}
 ε_{soft}

Just Available.
↓
(Stress) or
↑
+ 1 mm
↑
(imp)
more
forestry steps
(all speakers)
(F)

2.13 12.10 13.10 13.30 13.40 13.50 2.14 14.10 14.20 14.30 14.40 14.50 2.15 15.10 15.20 15.30 15.40 15.50 2.16

A 1x 10 2x 1- 20 3x 2- 30 4x 3- 40 5x 4- 50 6x

1- → F

low 13.10

1- → F

low 13.10

1- → F

low 13.10

low 13.10

1- → F

low 13.10

1- → F

(14)

Spears Lab. →

(14) 13.10
Spears

Spears?

	16.10	16.20	16.30	16.40	16.50	17.00	17.10	17.20	17.30	17.40	17.50	18.00	18.10	18.20	18.30	18.40	18.50	19.00
A	1x						Forest Ambient											
B	10						Forest Ambient											
	2x						Forest Ambient											
	1-						Forest Ambient											
	20						Forest Ambient											
	3x						Forest Ambient											
C	2-						Forest Ambient											
	30						Forest Ambient											
	4x						Forest Ambient											
	3-						Forest Ambient											
E	4-						Forest Ambient											
	5x						Forest Ambient											
F	40						Forest Ambient											
	5-						Forest Ambient											
	50						Forest Ambient											
G	6x						Forest Ambient											

3 Pines - Pinned (Splitting Pines more Pinned)
- Difficult to split



